

their empty mugs back to the Bartender, if he is still on the screen. Do not let the mugs get by. If they do, it will crash on the floor. Each time any of these three events occur, your Bartender will lose one of his lives.

SCORING

Get Cowboy/girl out of Door	50 points
Get Sportsperson out of Door	75 points
Get Punk Rocker out of Door	100 points
Get Space Creature out of Door	150 points
Catch an Empty Mug	100 points
Pick up Tip	1,500 points
Complete Screen (get all customers out)	1,000 points
Complete Bonus Rack	3,000 points

EARN EXTRA BARTENDERS

- Beginner** — earn extra Bartender lives every 10,000 points.
Arcade — earn one extra life after your first 20,000 points and another life for each additional 60,000 points.
Expert — earn extra lives in an Expert game the same as at the Arcade level except that you must either *earn* 100,000 points to play at Expert level or you choose Expert level and begin gameplay with 100,000 points.

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Get your safari gear ready — you're embarking on the most hilarious jungle adventure ever! Climb steep cliffs, dodge clobbering coconuts, and jump challenging obstacles as you try to capture that mischief-loving gorilla, Congo Bongo.

- OFFICIAL ARCADE VERSION
- VIDEO GAME CARTRIDGE

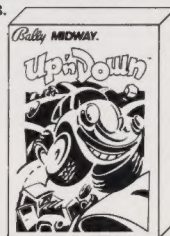


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Bally MIDWAY™ TAPPER™ OFFICIAL ARCADE GAME



COMMODORE 64™

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U.S. GOLD

Unit 10, The Parkway Industrial Centre, Heneage Street, Birmingham

You are the frenzied bartender trying to keep the never ending flow of thirsty customers well watered. You'll have to keep slinging sodas, collecting your tips and occasionally guessing which cans of soda the Soda Bandit has shaken.

As if that's not enough work for one bartender, try covering four different bars with a different crazy crowd in each bar. There's the Old West Saloon, the Jock Bar, the Punk Rock Bar, and the Space Bar.

Keep the sodas coming, but not too fast. You'd better be sure you've got a customer without a drink or the drink will slide right off the bar and no self-respecting bartender throws drinks away. Keep your eyes open for the empties the customers sling back your way.

USING YOUR CONTROLS

SET UP AND GAME CONTROL

1. Insert the game cassette while the power is OFF.
2. Turn the power ON. Press the SHIFT key and RUN/STOP key simultaneously. The screen message should appear, press PLAY on tape. This program will now load automatically. When loading is complete follow screen instructions. Select for 1 or 2 player game and joystick or keyboard control.
3. You have the option of choosing the difficulty level at which you wish to play.
If you choose level B (Beginner) the gameplay starts with five lives. At level A (Arcade) the gameplay starts with 3 lives. Game level E (Expert) started with 3 lives and four fast-moving customers per bar.
To pause game, press shift lock. This will not pause Bonus Round but will pause game screens after bonus.

4. Plug the joystick into joystick port 2.
In a two-player game, both the players take turns on the same joystick.
If you are playing a two-player game, after player one suffers a defeat, player two has his or her turn.
5. Use your joystick control to move your Bartender accordingly:
Up - Bartender moves up to next bar.
Left - Bartender moves left along bar.
Right - Bartender moves right along bar.
Down - Bartender moves down to next bar.

If you move your Bartender down all the way to the bottom bar and you continue to press the joystick down, he will automatically wrap around to the top bar. If you move your Bartender all the way to the top bar and continue to press the joystick up, he will automatically wrap around to the bottom bar.

6. Push the "Fire Button" for the Bartender to fill the mugs. You have to keep the Bartender in place while filling mugs. The mugs will not go to customers unless they are full.
7. If you wish to play using keyboard rather than joystick control, use the following keys:
A - Up
Z - Down
L - Left
; - Right

The spacebar is used as the Fire Button.

HOW TO PLAY

SCREEN AND GAMEPLAY

Tapper consists of five separate game screens. The Old West Saloon, the Jock Bar, the Punk Bar, the Space Bar and the Bonus Round which occurs between each of the four bar scenes.

The score for player 1 is displayed at the upper left corner of the screen. The number of lives that player has remaining is indicated by up to nine hearts (one for each life) in the upper right corner of the gamescreen. Each time a player loses a life, one of the hearts is eliminated. Ten lives is the maximum you can accumulate. Nine Hearts plus one player on screen.

If you are playing a two-player game, the score for player 2 appears at the upper left corner of the screen and that player's number of lives is displayed at the upper right of screen.

The score for player one is stored at the bottom of game screen and swaps back and forth for players.

BONUS ROUND

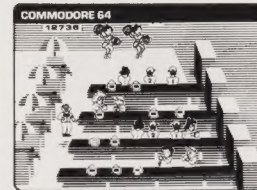
In the Bonus Round "Watch Closely" appears on the bottom left of screen. The Bartender waits at the side of the bar as the Soda Bandit appears.



SODA BANDIT

He'll shake five of the six soda cans on the bar and shuffle the cans around. You'll have to keep a close eye on the one can he has not shaken. When the Soda Bandit has stopped shuffling the cans around, using the joystick, move the Bartender over to the can you think was not shaken by the Soda Bandit. Push the ACTION button to open the can you have chosen. If you have chosen the unshaken soda can, you receive a 3,000 point bonus to the sound of the Bonus Tune. If however, you have mistakenly opened one

of the cans the Soda Bandit has shaken, you'll get a shot of soda sprayed in your face.



JOCK BAR

BAR SCENES

In order to advance through each of the screens comprising the different bar scenes, you must successfully serve each of the customers as they approach you at each bar. When a customer finishes his soda, he'll sling his mug back to the bartender. The Bartender must catch the empty mug, or lose a life. To collect added points, you may collect the tips the customer will occasionally leave on the bar. When you grab the tip, a duo of dancing girls appear on the stage. But be careful! When they do, the customers will naturally turn around to see them and while their backs are turned, any mug of soda you sling will end up on the floor! In order to survive the demands of tending bar, there are three things you must avoid.

1. Do not allow a customer to get all the way to the Bartender's end of the bar without a drink. If you do, the disgruntled customer will sling the Bartender down the bar.
2. If the Bartender jumps the gun and slings a soda where there is no customer to grab it, the mug will crash at the end of the bar.
3. After customers at the bar have gulped down their sodas, they sling